Order Quest 2: The Seed of Corruption

Treachery 3 5 3
Chests
Copper 1 1 Conquest Token, 100 coins, 1 Copper Treasure
Copper 2 2 Conquest Tokens, 1 Curse, 2 Copper Treasures
Copper 3 2 Conquest Tokens, 2 Curses, 150 coins, 2 Copper Treasures
Silver 1 2 Conquest Tokens, 100 coins, 1 Healing Potion, 1 Silver Treasure
Silver 2 2 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver 3 3 Conquest Tokens, 2 Curses, 1 Vitality Potion, 2 Silver Treasures
Area Six
Area Seven
Area Five
Area Four
Area Three
Area Two
Area One
Start Area

The Seed of Corruption

There is something foul happening to the land. Wells have soured, crops are blighted, and misshapen horrors roam the countryside. In this quest, the heroes must investigate a nearby cavern, determine the cause of this corruption, and excise it from the land. To aid you, the local parish has given you the aid of a member of The Order of Kellos.

Introduction

“If you and your companions would like to come with me, I believe we have something that might interest you.”

Her voice is warm, but you are somewhat disappointed, as you raise your head from the table, to discover a Sister of Kellos rather than a different working girl. The presence of three other Brothers of Kellos further discourages you. All of them are bedecked in the Flaming Hand Tabard of the Order of Kellos.

“We've done nothing. We've only arrived today.”

“You arrived two days ago, and you certainly haven't done 'nothing'. But, it is not for me to judge. Our Order has need of people like you. Heroes like ... you.”

“That's flattering.” You try to keep the sarcasm from your voice. “But I believe we have a few more 'heroics' to perform in this very tankard.” You raise an empty mug.

“I'm afraid I must insist.” With that the Brothers rouse your companions, none too gently, and escort them from the tavern. Being 'in their cups' as it were, you decide it prudent not to resist.

“Since when does the Order kidnap innocent citizens?”

“You and your companions are hardly innocent. Tell me, in you 'adventures' in,” she looks back at the tavern, “the 'Welcoming Wench', have you not noticed the sour ale, the stringy meat, and the thin 'wenches'?” She raises an eyebrow.

“As to the 'wenches', I cannot comment, but the ale and meat I put down to a poor cook, or at most a poor season.”

“It has been an excellent season! All of those changes are within the month. The sickness is beyond one simple tavern. The Cardinal has come here to recruit people like you to help us root out this corruption. All of the other 'heroes' that we have approached have flatly refused to help. You were our last hope at aid so I'll apologize if my Brothers were too harsh with your friends. Will you be like the others and flee? Or will you help?”

The contempt in her last questions make up your mind even before you meet with the Cardinal.

This quest is designed for four heroes, one of which should be an Order of Kellos member. Before the heroes depart, each of them will receive a boon. Place their choice of either a **Bless** or **Protection** token on each hero. Also draw a number of copper treasures equal to the number of heroes plus one. The players may each receive one treasure at no cost.

The Corruption

The Corruption is a magical effect that is steadily despoiling the land and the dungeon. It triggers if the overlord accumulates five threat tokens in a special 'corruption' pool. At the beginning of every turn, roll a Black die. You may add two tokens to the pool if you roll a 'blank', one token if you roll a 'surge', and zero tokens if you roll an 'enhancement'. Once five tokens are in the pool, a wave of corruption is sent out from the evil altar in area seven as something is sacrificed to it. Discard all the threat in the pool if the pulse is triggered. The threat tokens in the pool are unavailable for any other overlord action. This pulse has the following effects:

- roll a Power die for every potion the heroes have equipped and in their packs. If they roll a 'blank', the potion is corrupted. Discard it.
- each hero must roll a Red die and loses an amount of fatigue equal to the damage rolled. Excess fatigue is taken as wounds. A hero with a **Bless** token is immune to this effect.
- damaged monsters recover a number of wounds equal to the roll of a Green die. Monsters cannot go above their starting health.

Seed of Corruption

A seed of corruption is a malignancy brought forth by Necroliss. They occupy the master monsters in this dungeon and are released upon their deaths in order to return to Necroliss. Only ten master monsters are 'seeded', consider master monsters brought forth by spawn cards uninfected. If a seed is killed, all heroes within two spaces must suffer the effects of a corruption pulse (as above). Monsters within two spaces of a dead seed also receive the wound recovery roll. A seed has a speed of six, four wounds, no armor, and a weak **Melee** attack. Its only real attack is its dying ***Corruption Pulse***. When a master monster is killed, immediately replace its figure with a seed token. A seed will always attempt to flee any encounter with the heroes. It is

considered to have escaped if the heroes ever lose their line of sight to it. Place a seed token by area seven in order to track how many seeds escape, this determines how powerful Necroliss is during the final battle.

Quest Goals

Your goal is to enter the cavern, find out what the source of corruption is, and destroy it. If you manage to activate some ancient glyphs of transport, so much the better. You begin the game with six conquest tokens. If you ever run out of conquest tokens The Corruption will surely overtake you.

Area Descriptions

These descriptions should be read as the appropriate areas are revealed by the heroes.

Start Area

As you stumble out of the glyph, a small group of defenders lie in wait. The dark priest speaks, “Order fool. Kellos is weak and small. True power awaits those who embrace the Seed.”

The master skeleton is one of the ten. As such, it has two extra wounds and one extra armor.

If the heroes kill the master skeleton here:

As the skeleton stirs no more, a furtive movement from within it draws your eye. To your horror, a dark, oozing mass forms from the rapidly dissolving bones. To stunned to react, you watch as the 'creature' retreats on its spidery legs and disappears through a nearby hole.

The heroes have just witnessed the rebirth, and escape, of a seed of

corruption. Place a seed token beside area seven.

If a hero ends his movement on the encounter marker and moves the lever:

> You come across a large lever in the floor. You move it back and forth, but it doesn't seem to do anything.

This lever resets the hallway back to its original position.

Area One

> The guards awaiting here move quickly to stop you. One of the sorcerors yells, “Take at least one alive, we need another for a sacrifice!”

The master sorceror is one of the ten. He has two extra wounds and one extra armor.

If a hero ends his movement on the encounter marker and moves the lever:

> Another lever in the floor. This one offers a bit of resistance as you attempt to move it. As you move the lever there is a great grinding of gears as the corridor that once lead to the exit rotates to reveal a different passage.

Rotate the 'L' corridor until it joins area one with area two.

Area Two

The guards awaiting here seem surprised to see you, even though the rotating hallway must have alerted them. They seem to have been expecting someone else. They get over their surprise quickly and prepare to attack. One large shape in the back moves ponderously forward.

The master sorceror is one of the ten. He has two extra wounds and one extra armor.

If a hero ends his movement on the encounter marker and moves the lever:

Another lever in the floor. As you move the lever there is a grinding of gears as the corridor rotates again to reveal another room.

Rotate the 'L' corridor until it joins area two with area three.

Area Three

The dark priest commands a fearsome chaos beast. “Kill them! Protect the Seed!” His minions hasten to comply.

The master dark priest is one of the ten. He has two extra wounds and one

extra armor.

If a hero ends his movement on the encounter marker and moves the lever:

> Another lever in the floor. As you move the lever there is a grinding of gears as the corridor rotates again to reveal your starting point.

Rotate the 'L' corridor until it joins area three with the start area.

Area Four

> The denizens of this cavern have turned this area into a choke-point. Two skeletons cover the entrance from a protected position while two razorwings are available to harry any stragglers. A massive troll guards the only clear way through the room and that happens to be an unwelcome and diseased looking path to begin with.

The master skeletons and master razorwings are all one of the ten. They have two extra wounds and one extra armor.

Area Five

You enter a large room and see what appears to be a pool of fog in the middle of it. The fog's top is even with the floor of the room and it eddies and flows with an unseen current. The guardians of the room seem to stick close to the walls as they approach you.

The master dark priest is one of the ten. He has two extra wounds and one extra armor. The ogres will attempt to use their ***Knockback*** to push the heroes into the fog. The area beneath the fog is a pit. Heroes knocked into the fog fall through it and into area six below. Consider the twelve spaces of the north-south corridor of area six to be directly below the twelve fog spaces of area five. Heroes falling through the fog will take two Green dice in damage. Note: if the heroes land on the corrupted terrain below, the damage taken will generate threat for the overlord. Heroes may voluntarily jump into the pit themselves, they will still take two Green dice in damage from the fall.

If a hero ends his movement on the encounter marker:

You look down into the mist and see a series of rungs. Where this ladder leads to, you have no idea. Only one way to find out.

In order to climb down the ladder, the heroes must spend three movement points.

Area Six

The mist clears above you to reveal the ground twisted and *changed.* A red rune door blocks one one side of the corridor while a huge, undulating shape blocks the other.

The master naga is one of the ten. It has two extra wounds and one extra armor. If the heroes defeat the naga, give them the red rune key. Area six is subject to the same rules as any other revealed area, no matter which way the

heroes pass through the fog; be it via climbing the ladder, ***Knockback***, or a voluntary jump.

If a hero ends his movement on the encounter marker:

> The rungs of a ladder extend upwards into the fog. It seems to be quite a climb.

In order to climb up the ladder, the heroes must spend three movement points.

Area Seven

> The disease and filth of this room is almost overwhelming. A massive, malformed shape stands in front of a blood-soaked altar, attended by four twisted beastmen. With a roar, they all attack.

Once the characters enter the room, the corruption pool becomes inactive. The overlord can now only perform a corruption pulse if a creature is sacrificed on the evil altar. It may be destroyed in order to prevent this by having the heroes make a prolonged **Magic (6)**, **Melee (6)**, or **Ranged (6)** action while standing on it. Two heroes can work on the altar at once and may combine different traits. Heroes retain progress made towards destroying the altar. If the altar is destroyed, the heroes gain two conquest points. Alternately, the altar may be sanctified by the Order of Kellos member. To do this, the hero must make a continuous prolonged **Magic (10)** action while standing on the altar. This action cannot be disrupted. If the altar is sanctified, the heroes gain four conquest points. The altar cannot be sanctified if the heroes have made any progress in an attempt to destroy it. If the altar is sanctified while Necroliss is still alive, Necroliss will be destroyed.

The beastmen were chosen for their size and ferocity. They have two extra wounds and roll an extra Black die in combat. The master chaos beast here is Necroliss. Its stats are the same as those as a regular master chaos beast, but are increased by every seed that has survived. For every seed token beside

area seven, increase Necroliss's wounds by one and its armor by one/half (rounding down). If seven seeds have survived, for example, Necroliss would have nineteen wounds and an armor of nine. The seeds are not actually present in the room, they have been absorbed by Necroliss. If Necroliss is destroyed, the heroes are affected by a **DOUBLE** strength corruption pulse. Heroes gain six conquest points for defeating Necroliss. If Necroliss is destroyed by sanctifying the evil altar, the heroes will not suffer the effects of the corruption pulse.

If the heroes defeat Necroliss physically:

As the last blow is struck, Necroliss seems to diminish. Slowly at first, then with increasing speed. Finally, when it reaches a point where Necroliss is reduced to the size of a kobold, a massive wave of corruption is released. It doubles you over with a wrenching sickness and pulsating terror.

If the heroes defeat Necroliss by sanctifying the altar:

As the last word is spoken, the altar seems to take a deep breath and, finding it wanting, releases it with a gush of energy. Standing beside the altar, you remain untouched, but Necroliss is struck mightily. It tries to stand against the energy but is consumed by it. The energy is burning off large pieces of the beast and dissolving them before they hit the ground. Finally, Necroliss is no more.

The energy does nothing to any other monsters in the room.

Congratulations, the heroes have completed the quest.

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